

AMBUSH AT SILO 15

Whether the gang have or have not performed the Rescue the survivors have escaped to another sector of the Hive.

This is it, the final attempt to take out the gang before the Defense Force are called back to the Spire to resume their normal guard duties. In this scenario the Defense Force launch a brutal ambush against the gang, ready to take down the scumbags once and for all. This is a last stand for the gangers.

TERRAIN: Set up a large settlement (or something similar) where a silo of food and resources could conceivably be set up, and then buildings and gangways to surround it. This is Silo 15, where the gang has holed up to escape the Defense Force. The Defense Force deploy in the buildings around the silo, and the gang within it. The Defense Force gets first turn.

OBJECTIVE: The Defense Force must take out as many of the gang as possible in a crushing blow before leaving. They have five turns to do as much damage as they can. At the end of 5 turns the Defense Force withdraw and the game ends.

GANGS: Before setting up his gang the defender splits his fighters into one or more groups each of two or more models. The defender chooses one group and places it in the approximate centre of the table.

The Defense Force then sets up his entire gang. All the attacking gang fighters must set up behind cover and in hiding as described in the rules. They may not set up within 12" of a defending fighter,

but otherwise they may be placed where you wish.

The defender then sets up the rest of his gang one group at a time. He nominates the group he wishes to set up and rolls a D6. On a roll of 1-5 all the fighters in that group must be set up within 4" of one defending model that has already been placed. On a roll of 6 the group may be placed anywhere on the table - this enables them to set up in a position to ambush the ambushers!

Note that although attackers may not set up within 12" of a defender, this is not true of the defending fighters who may set up within 1" of ambushers. They cannot set up in hand-to-hand combat.

STARTING THE GAME: Once both sides have completed their set-up the defending player rolls a D6 for each group that he was allowed to place freely (that he rolled a 6 for). On a total of 1-5 the attacking player gets the first turn. On a total of 6 or more the defender goes first.

ENDING THE GAME: If a gang fails a Bottle roll, or a player voluntarily bottles out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins the fight

EXPERIENCE

+D6 Surviving.

+5 per wounding bit.

+10 The gang leader if he survives.